

Application. No. 09/853,487

Reply to Office action of April 8, 2004

**Amendments to the Claims:**

Please cancel claims 281–374 without disclaimer.

Please enter claims 375–512 as shown on pages 1–27 of the Listing of Claims in clean form.

281 375 (Currently amended) A data carrier for use in a video game apparatus having a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device, the data carrier carrying game program instructions comprising:

- (a) first ~~game~~ program instructions that cause said first processor to generate first data representing plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device; and
- (b) second ~~game~~ program instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to generate second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game ~~system~~ system;

287 ~~The data carrier of claim 281, further comprising~~

- (c) third program instructions that cause said first processor to detect a predetermined condition; and
- (d) fourth program instructions that cause transmission of control data to said second processor to cause said second processor to execute program instructions that modify said second data if said predetermined condition is detected.

281 ~~416~~ (Currently amended) A data carrier for use in a video  
game apparatus having a first processor that is digitally  
linked to a separately housed portable game system containing  
a second processor and a discrete display device, the  
data carrier carrying game program instructions and data  
comprising:

- (a) first game instructions that cause said first processor to  
generate first data representing plural body parts of a  
first player-controlled character moving in a first  
simulated 3-dimensional game world for display on a first  
display device; ~~and~~
- (b) second game instructions that cause said first processor to  
transfer game data through a data transmission link to said  
second processor to cause said second processor to generate  
second data representing plural body parts of a second  
player-controlled character moving in a second simulated  
3-dimensional game world for display on said discrete  
display device in said portable game ~~system. system; and~~

306 ~~The data carrier of claim 281, further comprising~~

- (c) data that said first processor transfers through a data  
transmission link to said second processor to cause said  
second processor to detect a predetermined condition, and to  
cause said second processor to execute program instructions  
that modify said second data if said predetermined condition  
is detected.

323 430 (Currently amended) For use in a game system having a video game apparatus containing a first processor, a data transmission link, and a separately housed portable game system containing a second processor and a discrete display device, a method of operating said game system comprising the steps of:

- (a) executing a first game program in said first processor to generate first data that represents plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;
- (b) digitally transferring game data from said first processor through said data transmission link to said second processor; ~~and~~
- (c) executing a second game program in said second processor to generate second data in accordance with said transferred game data in said portable game system, the second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game ~~system.~~ system;

~~327 The method of claim 323, further comprising the steps of~~

- ~~(d) detecting whether said second player-controlled character is in a predetermined condition has occurred; display state,~~ and
- ~~(e) for automatically modifying said second data if said predetermined condition display state is detected.~~